

APPLICATION FOR UNITED STATES PATENT

in the name of

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for

Receiving and Processing Vertical Blanking Interval Data

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Receiving and Processing Vertical Blanking Interval Data

This application claims priority from U.S. Provisional Application No. 60/207,956, filed on May 31, 2000, the contents of which are hereby incorporated by reference.

TECHNICAL FIELD

5 This invention generally relates to the transmission, reception, processing, and use of electronic data transmitted in the vertical blanking interval of a video signal.

BACKGROUND

10 Two standards for the broadcast and transmission of analog video signals are the National Television System Committee (NTSC) standard used in the United States, and the Phase Alternation by Line (PAL) standard used in many European countries. Under these standards, video images are displayed on a television screen using a video signal to control an electron beam that is scanned across the television screen. When the bottom of the screen is reached, the electron beam moves back to the top of the screen. During this transition, no video data may be transmitted. The portion of a video signal where no video information is broadcast is called the Vertical Blanking Interval (VBI) of the video signal.

15 In the NTSC format, 525 lines of video are displayed in each frame, with colors transmitted on a sub-carrier frequency of 3.579545 MHz. The NTSC standard defines a frame rate of 30 frames per second, half of the frequency of the 60 Hz electric power used in the United States. Each frame includes two interlaced fields of video data. The fields are displayed at the rate of 60 per second, and each field includes 262.5 lines of video image data. With each pass of the electron beam from the top of the display to the bottom, every other line of the display is updated. Thus, two passes are used to display a complete frame.

20 FIG. 1 shows the pattern that an electron beam follows according to the NTSC standard. The image begins with display of the first field of a frame at point 101. The electron beam follows the indicated path across the display to the end of row 3, then the beam retraces across the third raster line to the left side of the display. Next, the electron beam travels down to row 5 and then retraces across the fifth raster line to the left side of the display. This process continues until the electron beam reaches the bottom of the screen at

point 102. The electron beam then travels to point 103 and begins the process again, this time tracing the even raster lines instead of the odd raster lines. When the beam reaches the bottom of the screen at point 104, the entire frame is complete; the beam retraces to point 101 and begins displaying the next frame.

5 Under the NTSC standard, the VBI includes the time required for the electron beam to reach point 101 from point 104 and the time required to reach point 103 from point 102. The video signal is ordinarily blanked out during this interval, preventing distortion of the image displayed. Because video is blanked, the video signal can be used to transmit data during this interval, perhaps including non-video information. Under the NTSC standard, the
10 VBI yields 21 lines of data that are not displayed on the screen; however, lines 1-9 are reserved for vertical synchronization and line 21 is reserved for closed-captioning. Thus, 11 lines (lines 10-20) are available for transmitting data that may or may not relate to the displayed image.

15 The PAL standard uses a format similar to NTSC; however, PAL is used in Europe where the electrical power system is 50 Hz instead of 60 Hz. Consistent with this frequency, the frame rate for PAL is 25 frames per second, each field includes 625 lines of video, with and a sub-carrier frequency of 4.43 MHz is used to broadcast color information. The PAL standard reserves lines 6-22 in the first field of a frame and lines 319-335 in the second field of a frame to transmit VBI data, thus yielding 16 lines of data per frame for VBI information.

20 One commercial application of VBI data transmission is an electronic programming guide (EPG).

Another application that is being developed provides for the transmission of Internet Protocol packets via the VBI of an analog video signal. This proposal has been published as RFC 2728, an Internet Engineering Task Force (IETF) standards document.

25 SUMMARY

Among other features, data such as electronic programming guide data may be received, stored, and processed in a manner that can be adapted easily to new and improved uses of VBI transmissions.

30 A computer program capable of generating digital data representing information communicated in a vertical blanking interval of a video signal may include a receiving

module that receives data representing information communicated in a vertical blanking interval of an analog video signal and a generating module that generates digital data based on the data received by the receiving module. The generating module uses a predetermined algorithm to generate the digital data from the received data, which may represent non-video information. The received analog video signal may be, for example, a cable-broadcasted video signal, a satellite-broadcasted video signal, or a terrestrial broadcasted video signal.

The computer program may be implemented as a software application and may also be used to generate various kinds of digital data, such as for example, an electronic programming guide. The generating module may include a converting module that may convert received data into a binary data string. Additionally, the receiving module may periodically sample the received data and generate a numerical representation of the data using an array of values, which in turn may be converted into binary character strings.

The converting module may include an averaging module that computes the average of several of the array values. The converting module also may include a biasing module that biases the average to establish a cutoff value. Finally, the converting module may include a classifying module that classifies the data as electronic programming data based on whether the received data exceeds a cutoff value. The averaging module may compute a moving average based on the array values and the classifying module may classify data as a clock run if the average value exceeds a cutoff. Finally, the array of values may represent information including color information and control information.

Data derived from a video signal may be made accessible by receiving data derived from a vertical blanking interval of a video signal and storing the data received on a storage medium, such as a disk drive. Storing the data makes the data accessible to an application program interface. The received video signal may be a cable-broadcasted video signal and/or a satellite-broadcasted video signal.

An electronic programming guide may be generated by receiving data derived from a vertical blanking interval of a video signal and generating an electronic programming guide based on the data. Data may be passed from within the vertical blanking interval of the video signal using a computer software program.

Generating an electronic programming guide also may include generating an electronic programming guide that includes one or more channel identifiers, a local tune

number, a channel name, a broadcasting day and date, a broadcasting start and end time, a program title, a program duration, a program category and index, one or more subcategories and indexes, a television rating (e.g., TVY_LV, TVPG), a program description, and indicators indicating whether the program is re-broadcasted, live, closed captioned, in stereo, and/or pay per view. Finally, the electronic programming guide may be driven by a data management module having application program interfaces capable of supporting a user interface, data loading and manipulation, and data mapping.

The details of one or more implementations are set forth in the accompanying drawings and the description below. Other features and advantages will be apparent from the description and drawings, and from the claims.

DESCRIPTION OF DRAWINGS

FIG. 1 is a diagram of a video display showing the movement of an electron beam across the video display according to the National Television Systems Committee (NTSC) standard.

FIG. 2 is a block diagram showing a system for transmitting VBI data to a television through a set-top box.

FIG. 3A is a block diagram showing a system for receiving, processing, and storing VBI transmitted data in the system of Fig. 2.

FIG. 3B is a block diagram describing a software implementation employed by the system of Fig. 3A.

FIG. 4 is a block diagram showing several sets of application program interfaces (APIs) for accessing data in a database created using VBI transmitted data.

FIG. 5 is a block diagram describing a user interface API of the APIs of Fig. 4 for displaying data in a database created using VBI transmitted data.

FIGS. 6A and 6B show examples of attributes and parameters for the user interface API of Fig. 5.

FIG. 7 is a block diagram describing a data-loading API of the APIs of Fig. 4 for loading data into a database created using VBI transmitted data.

FIGS. 8A and 8B show examples of attributes and parameters for the data-loading API of Fig. 7.

FIG. 9 is a block diagram showing an example of a mapping API of the APIs of Fig. 4 for mapping channels and storing the mappings in a database created using VBI transmitted data.

FIGS. 10A and 10B show examples of attributes and parameters for the mapping API of Fig. 9.

FIG. 11 is a block diagram showing an example of a system that receives, processes, and stores VBI transmitted data.

FIG. 12 is a block diagram showing an example of the data flow between various modules of a system.

FIG. 13 is a block diagram showing a data structure for storing generic tables in a database containing VBI transmitted data.

FIG. 14 is a block diagram showing an example of a memory management system for storing show information and video data.

FIG. 15 is a block diagram showing an example of a system for updating files and database tables.

FIG. 16 shows an example of a video signal containing VBI data.

DETAILED DESCRIPTION

FIG. 2 shows a block diagram of a system for providing EPG data for various video sources to a consumer. A television 201 is connected to a set-top box 202 that receives video signals from a provider 203 through a link 204. The set-top box 202 then performs any needed processing and transmits the video signal across link 205 to television 201. Some implementations may incorporate the functionality of the set-top box 202 into television 201 such that link 205 and a separate set-top box 202 are not needed.

Provider 203 receives video signals from various video sources 206. For example, video sources may include cable television channels such as CNN, ESPN, and MTV. The provider 203 usually receives the signals for all video sources 206 using a satellite receiver, or the like. In addition to the video sources 206, the provider 203 also receives programming data from an EPG source 207. For example, Tribune Media Services™ and TVData™ offer television programming data that can be purchased by providers 203 for transmission to their customers. The scheduling information received from EPG source 207 and the video signals

received from video sources 206 can be combined by provider 203 for distribution to customers.

Provider 203 delivers entertainment and informational data and services to end-users by transmitting video signals to set-top box 202 through link 204, which can be embodied as
5 a wire connection or as a radio frequency (RF) signal. For example, link 204 may be a satellite RF connection such as that used by DirecTV™, or it may be a conventional cable television wire connection.

The set-top box 202 receives the signal from provider 203, decodes the VBI information, and permits a user to display received video signals on television 201 through
10 any standard video cable 205, such as an S-Video connection, composite audio/visual connection, or conventional cable television connection. The set-top box 202 may perform much of the processing of VBI data using hardware such as application-specific integrated circuits.

Additionally, set-top box 202 may store EPG data in random access memory (RAM)
15 for use in displaying information regarding the show presently being shown, and in displaying a programming grid or other user interface listing programming information for various times and/or channels.

A framework may be employed for receiving, processing, storing, and accessing electronic information transmitted in the vertical blanking interval (VBI) of a video signal. Referring to FIG. 3A, a system may be provided for processing and displaying VBI-transmitted information. A VBI data processor 301, with access to data store 302 and video display device 303, receives a video signal transmitted by a video signal provider 304. The video signal provider 304 may be a cable company, a satellite company, a television broadcast station, or any other entity capable of transmitting video signals to users. VBI data
20 processor 301 may be implemented using a computing device, such as a general-purpose computing device, an application-specific computing device, and the like. The video signal is transmitted across link 305, which may include wireless systems, such as systems capable of handling radio frequency transmissions and satellite transmissions, and wired systems, such as a conventional cable system, or combinations of the two.

At least a portion of the transmitted video signal is received and processed by a VBI
30 data processor 301, and stored into data store 302. Examples of a data processor include a

general-purpose computer system such as that described below with reference to FIG. 3C. The VBI data processor 301 may display VBI transmitted data on video display device 303 which can be, for example, any device able to display video information including a conventional television, a computer monitor, and/or a high-definition television.

5 Data store 302 may be implemented as a simple database application as described herein; however, any commercially available database may be used for this purpose such as Oracle or Microsoft Access.

Referring to FIG. 3B, a software application 306 residing on or accessible to VBI data processor 301 may include several components. Software application 306 generally includes
10 a receiving module 307, a generating module 308, and a storage module 309, each including computer readable and performable instructions. The receiving module 307 is generally a code segment that receives at least a portion of the video signal from the video signal provider 304. A generating module 308 generally includes a code segment that processes the received signal and converts VBI data into a useful form that is stored in data store 302. As
15 such, the generating module 308 may include a digitizing module 308A and a converting module 308B.

The digitizing module 308A samples at least the portion of the video signal corresponding to the vertical blanking interval and creates an array of values reflecting the sampled data. The array typically includes numerical values, for example, between 0 and
20 255, that are representative of the information received in the vertical blanking interval. These values may represent various information including, for example, color information and control information.

The converting module 308B is capable of generating at least one digital (e.g., binary) string from the array created by the digitizing module 308A by comparing each digital value
25 in the array to one or more thresholds. Digital values below the threshold are assigned a first value (e.g., 0) and values at or above the threshold are assigned a second value (e.g., 1). For example, if the array is as follows: [25, 42, 96, 29] and the threshold is 30, then the converting module 308B compares the first value to the threshold, determines that the first value is less than the threshold, and assigns a "0" to the first value. Similarly, the converting
30 module 308B compares the second value to the threshold, determines that the second value exceeds the threshold, and assigns a "1" to the second value. In this example, the conversion

process results in a string having the following value: "0110." This binary data string may be generated or converted to conform with an EPG data format.

The storage module 309 stores the data created by the generating module 308 in any suitable storage device, such as a hard disk drive, a floppy disk, a recordable compact disc, a random access memory (RAM), a magneto-optical platter, a tape, or any other computer readable medium. Initially, the character string may be stored in active or temporary memory. For example, the active memory may be static dynamic random access memory (SDRAM) or conventional random access memory (RAM). The character string then may be retrieved from the memory and communicated to a storage medium for storage, enabling large amounts of information to remain accessible to electronic programming guides and application program interfaces (APIs). An API, such as that described below with respect to FIGS. 4 and 5, may be used to read data from storage and format the data in a manner that is readable by an EPG user interface (UI) or some other UI.

Some or all of the software application 306 described with reference to FIG. 3B may be used to replace hardware otherwise used to process the digital array into a digital character string. By replacing hardware in this manner, flexibility may be enhanced. For instance, if the data within the vertical blanking interval is changed in type or format, the software program used to convert the video signal into a binary character string may be changed to recognize the newly communicated data type or format. Similarly, to accommodate a change in video source type (e.g., cable to satellite), the software program may be easily reconfigured to convert the new video signal format and to extract the data communicated within the vertical blanking interval, if necessary.

Furthermore, using a data store, such as data store 302, to store the digital data as a supplement or replacement for memory enables continued access to increased amounts of VBI data. More specifically, using the system and/or software described above, the digital data (generally a binary data string) representing VBI data may be stored within a storage medium (e.g., disk drive) in addition to, or instead of, being stored in memory (e.g., RAM). As such, an abundant amount of data can be stored and made accessible relatively inexpensively for long periods of time, enabling more detailed and longer lasting EPGs and the like.

Referring to FIG. 4, several sets of APIs may be used to enable processing of VBI data, including the following: UI API 401, Data Loader API 402, Map API 403, and Other API 404. In one implementation for storing and processing VBI data, a data store 302 generally provides the ability to select, insert, update, and delete data with a library file.

5 A more detailed illustration of an example of the user interface (UI) API 401 is shown in FIG. 5. This API 401 provides a mechanism for accessing electronic programming guide data stored in data store 302. UI API 401 is designed to support queries such as the following: (1) listing shows at a particular time; (2) listing a show description; and (3) listing shows of a selected category at a particular time. Several functions that may be invoked
10 using UI API 401 are illustrated by FIG. 5. Specifically, FIG. 5 shows an EPGChannelLineUp function 501, an EPGShowDescription function 502, and an EPGFilter function 503. These functions may be used to query data store 302, which may include, for example, index data 504 and detail data 505.

15 The EPGChannelLineup function 501, which is supported by UI API 401 represents a query that searches for shows at a particular time. Aspects of one implementation of EPGChannelLineup function 501 are described in FIG. 6A. The EPGChannelLineup function 501 may be called by a user interface (not shown) to display a list of brief show information for a given range of channels and a time frame. This function 501 receives, as
20 input, a data structure including search criteria such as a start time, a stop time, a channel begin time, and a channel end time. This function 501 searches data store 302 based on the search criteria and builds an array containing information for each show including, for example, a channel number, a call letter or call letters of the channel, a start time, a duration, a category, a subcategory, a short title, and a reference number for the show. The function
25 501 returns TRUE if it is successful in performing the search and otherwise returns FALSE.

25 The EPGShowDescription function 502 represents another query supported by the UI API 401. This function 502 looks up a show description given a time and a show reference, and is described in greater detail with reference to FIGS. 6A and 6B. This function 502 returns detailed show data including, for instance, the entire title, a short description, a full description, a category, a subcategory, the year produced, a television rating, a Motion
30 Picture Association of America (MPAA) rating, an indication of the stars appearing in the

show, and several Boolean values indicating whether the show is a rerun, live, closed captioned, and/or stereo telecast.

The EPGShowDescription function 502 receives, as input, a data structure including search criteria such as a date and a reference number identifying a show. These criteria are used to query data store 302 to obtain extended information about that particular show. This function 502 may be used, for example, to implement an interactive television system that permits a user to press a button to display detailed information about the show being shown. The function 502 returns TRUE if it is successful in performing the query and otherwise returns FALSE.

The show data returned by EPGChannelLineup function 501 typically is relatively short, such as, for example, about 48 bytes for each show. More detailed show data, such as that returned by EPGShowDescription function 502 typically is longer than the show data returned by EPGChannelLineup 501, and may be, for example, about 1024 bytes long.

These and various other functions may be used alone or together. For example, an application may use EPGChannelLineup function 501 to obtain a list of shows available at a given time. These shows may be displayed in a programming grid or some other graphical user interface. If a user selects an individual show, the application may call EPGShowDescription function 502 to return more detailed information regarding the show.

The EPGFilter function 503 represents yet another query supported by the UI API 401. This function 503 looks up one or more shows stored in an EPG using, for example, a show category and time. For example, this function 503 may support a query such as the following: "List all sporting events beginning at 8pm."

Aspects of one implementation of the EPGFilter function 503 are described in detail with reference to FIG. 6B. This function 503 may be used to identify shows having a specified category-index and subcategory-index. The category-index and subcategory-index typically are numbered, for example, between 0 and 15; however, these limits can be changed to accommodate any number of categories.

The EPGFilter function 503 receives, as input, a data structure including search criteria, such as, for example, a category index, a subcategory index, a begin time, and an indicator of whether a forward or backward search is to be performed. This function 503 searches the data store 302 and builds an array storing all shows matching the search criteria.

The function 503 returns TRUE if it is successful in performing the search and otherwise returns FALSE.

The functions discussed above provide the basic ability to build a UI. Additional and/or alternative database queries also may be useful and users familiar with conventional database techniques will readily understand how to extend and modify this basic design to accommodate such use.

The UI API 401 described above provides a mechanism for building user interfaces for accessing an electronic programming guide. FIG. 7 illustrates how the various functions interact with data store 302 to load data using the Data Loader API 402, including StartLoading function 701, WriteSIP function 702, and EndLoading function 703. The WriteSIP function 702 may use mapping array 704 which can be stored in memory. Functions provided in the Data Loader API 402 also are described in detail with reference to FIGS. 8A and 8B.

The StartLoading function 701 prepares data tables in data store 302 to accommodate the loading of new or additional data. This function 701 may be called before data loading begins. The WriteSIP function 702 loads the data and detail information stored regarding each show, as described with reference to FIGS. 8A and 8B. WriteSIP function 702 may use mapping array 704 to map channels to categories and vice versa. After all data has been loaded using the WriteSip function 702, the EndLoading function 703 may be called to commit the changes to the data store 302. This module may use transaction processing techniques to assure that the data store 302 is not left in an inconsistent state. When EndLoading function 703 is called, the system cleans up the data store 302 and updates all index and data tables in data store 302. By providing the StartLoading function 701 and the EndLoading function 702, the Data Loader API 402 allows information regarding many shows to be efficiently added to data store 302 while updating indexes and database tables a single time when the EndLoading function 703 is called. This greatly increases the efficiency of the data load process.

With reference to FIG. 9, an example of the Mapping API 403 provides functions for retrieving and setting mapping data for the system, such as for example, Get/SetChannelMap 901 and Get/SetMiniGuide 902. The data store 302 generally includes two tables for storing mapping data: Channel Mapping table 903, with about 100 rows, and Mini Guide table 904,

with about 15 rows. Functions 901 may be called to read or update the Channel Mapping table 903. Examples of these functions 901 are described in FIG. 10A as MapGet and MapSet.

5 The MapGet function returns an array of channel mapping data describing the mapping among channels, call letters, categories, and channel identifiers. This function builds an array of channel mapping data sorted by channel number. The function returns TRUE if an array of channel mapping data is successfully built and otherwise returns FALSE.

10 The MapSet function can be called to update the Channel Mapping table 903 in the data store 302. This function receives, as an argument, a data structure including search criteria such as a station's call letters, a short channel identifier, a channel, and a category. This function uses the search criteria to determine whether a corresponding entry exists. If an entry was already created, the system updates the information as requested. If no entry exists, a new entry is added to the Channel Mapping table 903 with the information supplied.

15 Similarly, the Mini Guide table 904 contains information regarding the mapping between channels and categories. The MiniGuideGet and MiniGuideSet functions 902 provide a mechanism for viewing and modifying data stored in the Mini Guide table 904. Aspects of one implementation of these functions 902 are described with reference to FIGS. 10A and 10B.

20 With reference to FIG. 11, a system is described for receiving and processing data from video signals in which the Data Loader API 402 uses data that has been received by receiving module 307 and processed by generating module 308.

25 The system receives a video signal 1101 as input and creates a digital value array 1102 using driver 1103. The output from driver 1103 serves as input to converter 1104. The output of converter 1104 is connected to memory buffer 1105. API 402 accesses memory buffer 1105 and communications interface 1106, which provides access to data store 302. Various APIs 1107 may be used to access data store 302 to support a user interface 1108.

30 More specifically, in one implementation, a video signal 1101 is received, sampled, and digitized into a digital value array 1102 by driver 1103. This array 1102 is converted into a character string by converter 1104. An API may be used to enable access to the data stored in the character stream. The accessed data is stored in memory buffer 1105, where it can be

accessed by the Data Loader API 402 and stored in data store 302. The Data Loader API 402 accesses the data store 302 using a communications interface 1106. Commercial databases usually include several communications interfaces that permit access to a database by an application running on the same machine as the database and by an application running on a different machine connected via a computer network. Once the data store 302 has been populated, various APIs 1107 such as the UI API 401, the Mapping API 403, and other APIs 404 may be used to access the data. FIG. 11 shows an EPG UI 1108 that uses an API 1107 (such as those described in FIG. 4) to access data.

With reference to FIG. 12 illustrates an exemplary data flow among several modules (e.g., a User Interface Module 1202, a Data Loader Module 1203, and a Data Management Module (DMM) 1201) and various files 1204. The DMM 1201 may be a general purpose database, or it may be designed as a specialized database as described herein for managing EPG data. For example, a special-purpose database may be designed that provides a high level of performance in a simple, stable, and small implementation with the ability to handle large volumes of data.

The Data Management Module 1201 is designed to store and manage electronic programming guide (EPG) data and other supportive information. In one implementation, limited memory resources are provided to decrease the overall cost. Because of the large volume of show information (1K per show) required by the system, the DMM 1201 may be designed to use as limited and/or to maximize performance in terms of stability and search times.

The data handled by the DMM 1201 generally come from two primary sources. One is the show data that are decoded and loaded into the data store 302 by the data loader and the other is for supportive purposes (e.g., Channel Mapping table 903 and Mini Guide table 904). DMM 1201 generally provides two groups of APIs to its callers. One group is for input data to the DMM 1201 (for example, from the Data Loader API 402), the other group is for querying and managing data in DMM (UI uses APIs of this group, for example).

Referring to FIG. 13, in DMM 1201, a table may be included in a file that stores formatted data. The file has two major data areas: a header area 1301 that contains managerial data, and a body area 1302 holds the data of the table. Further, the body area

1302 may be formed by rows with fixed lengths, with each row having its own row-header and row-body.

To create a DMM table, three structures generally are defined: (1) a table-header; (2) a row-header; and (3) a row-body. In general, table headers contain only managerial data. More specifically, a table header may include a table name, the date the table was created, the file name where the table is stored, the total number of initialized rows, the next available row for insertion, the length of the header, the length of a row, the length of a row-body, and the position of one or more reference data (e.g., start of row-header data).

Similarly, a row-header may be unique for every row and every table, containing managerial data indicating a row identifier, a flag indicating whether the row is use, and the next available row. A row-body is determined by data stored in the table. Different tables have different row-body definitions. For example, FIG. 14 describes an exemplary implementation of a structure for a table header and a row header.

FIG. 15 illustrates a system including call-back functions to assist in preserving RAM space. In one implementation, video data and show information data are separated and stored on a hard disk or other computer readable medium. A group of call-back functions are provided to store decoded show information into files or database tables. FIG. 15 illustrates how the Data Loader API 402 may operate to access this data. The system maintains a temporary database table 1501 of show programming information for an electronic programming guide. When the system calls the StartLoading function, the temporary database table 1501 is created. Calls to WriteSip instruct the system to write to the temporary database table 1501. When the EndLoading function is called, the temporary database table 1501 is used to update the actual database table 1502 and the indexes are updated accordingly. Users accessing the primary database may not have access to the updated data until the update is complete.

A number of implementations have been described. It is also possible to apply the techniques discussed herein with analog and/or digital video signals. Use in the context of digital video signals will be enhanced as the amount of VBI data included in digital video signals is increased.

Nevertheless, it will be understood that various modifications may be made. Accordingly, other implementations are within the scope of the following claims.